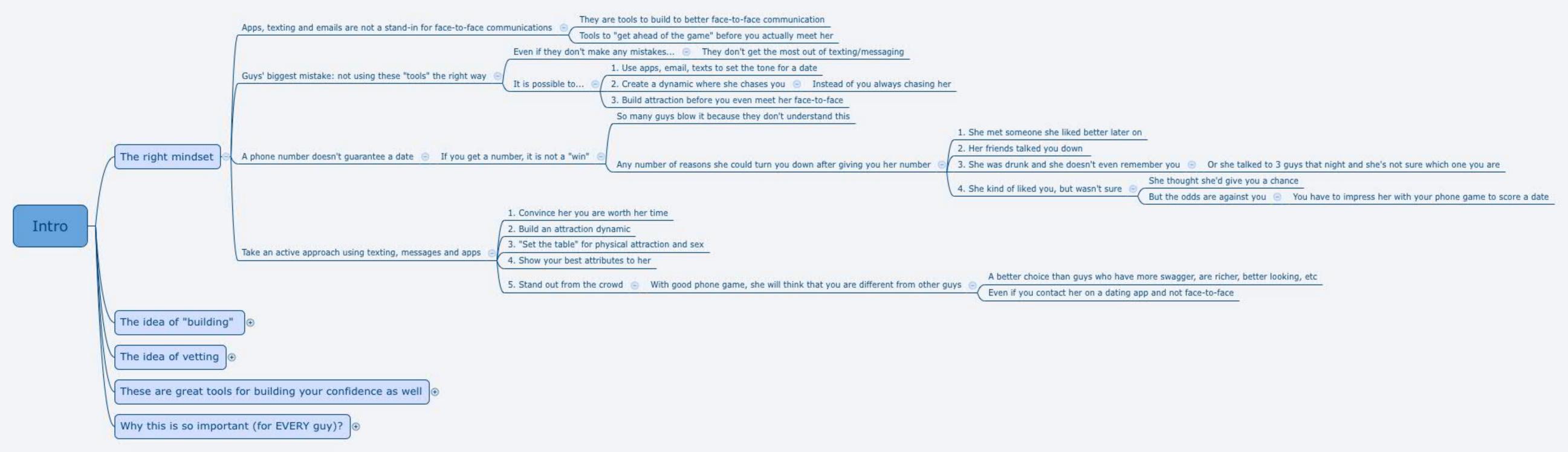
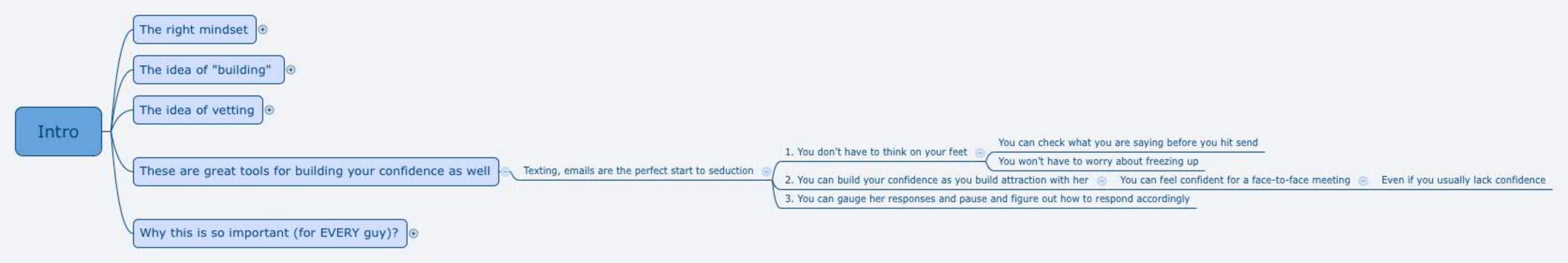
THE SUPERCHARGE HER SEXUAL DESIRE SPEED REFERENCE CARLOS X LIMA.COM



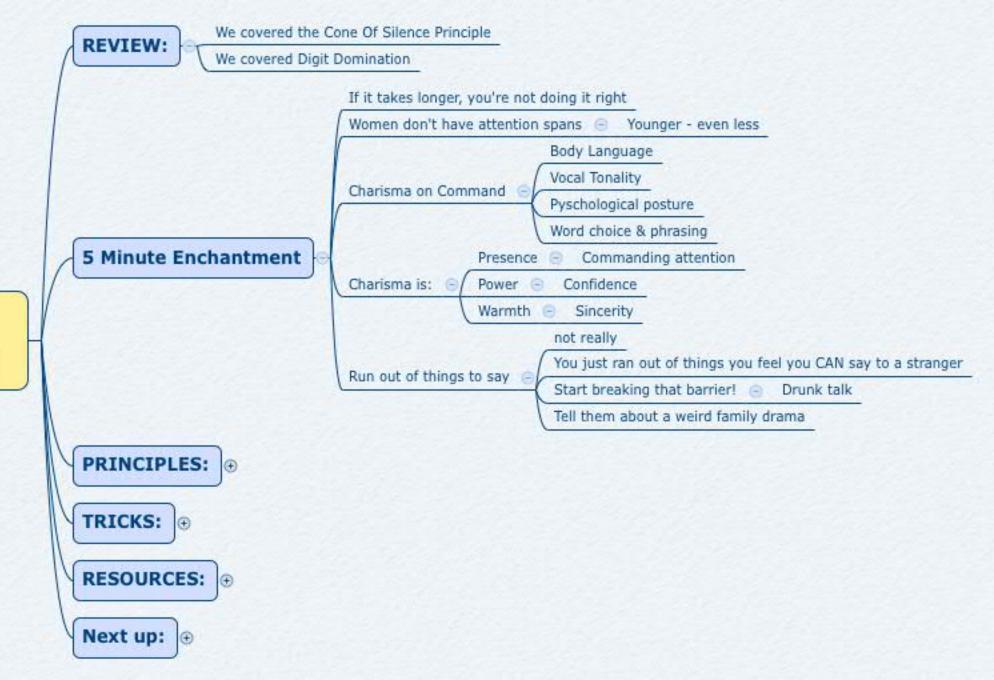


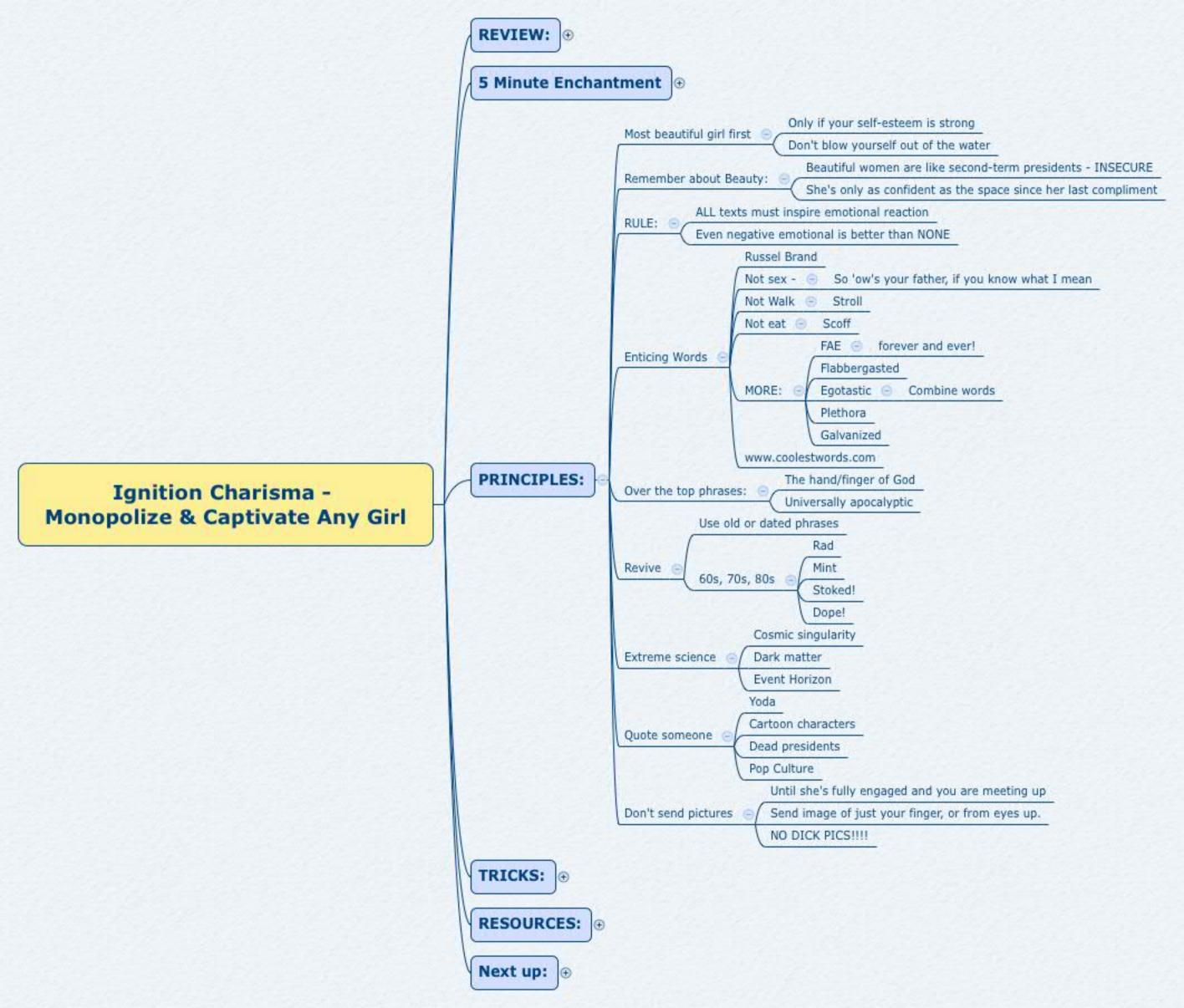


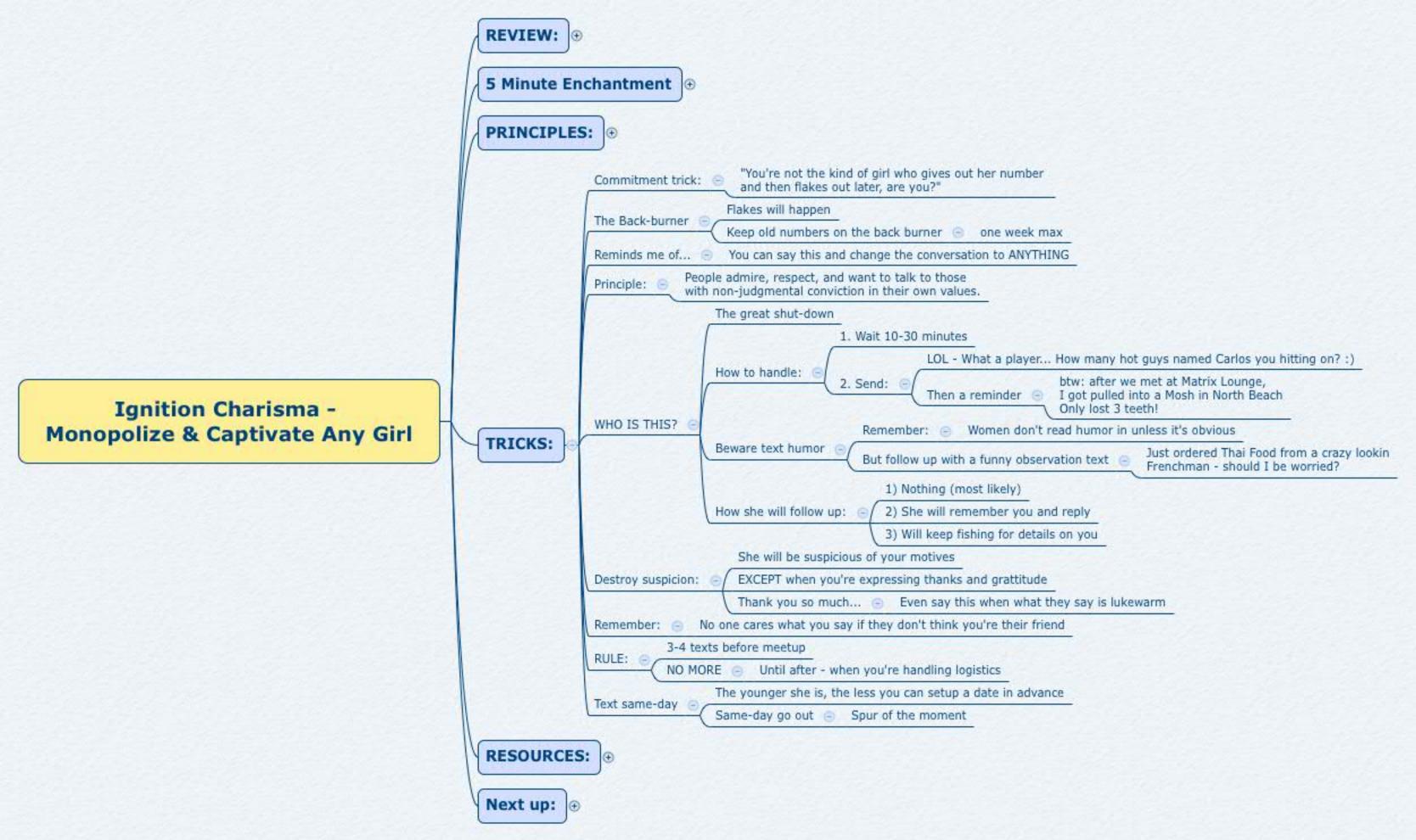




Ignition Charisma -Monopolize & Captivate Any Girl





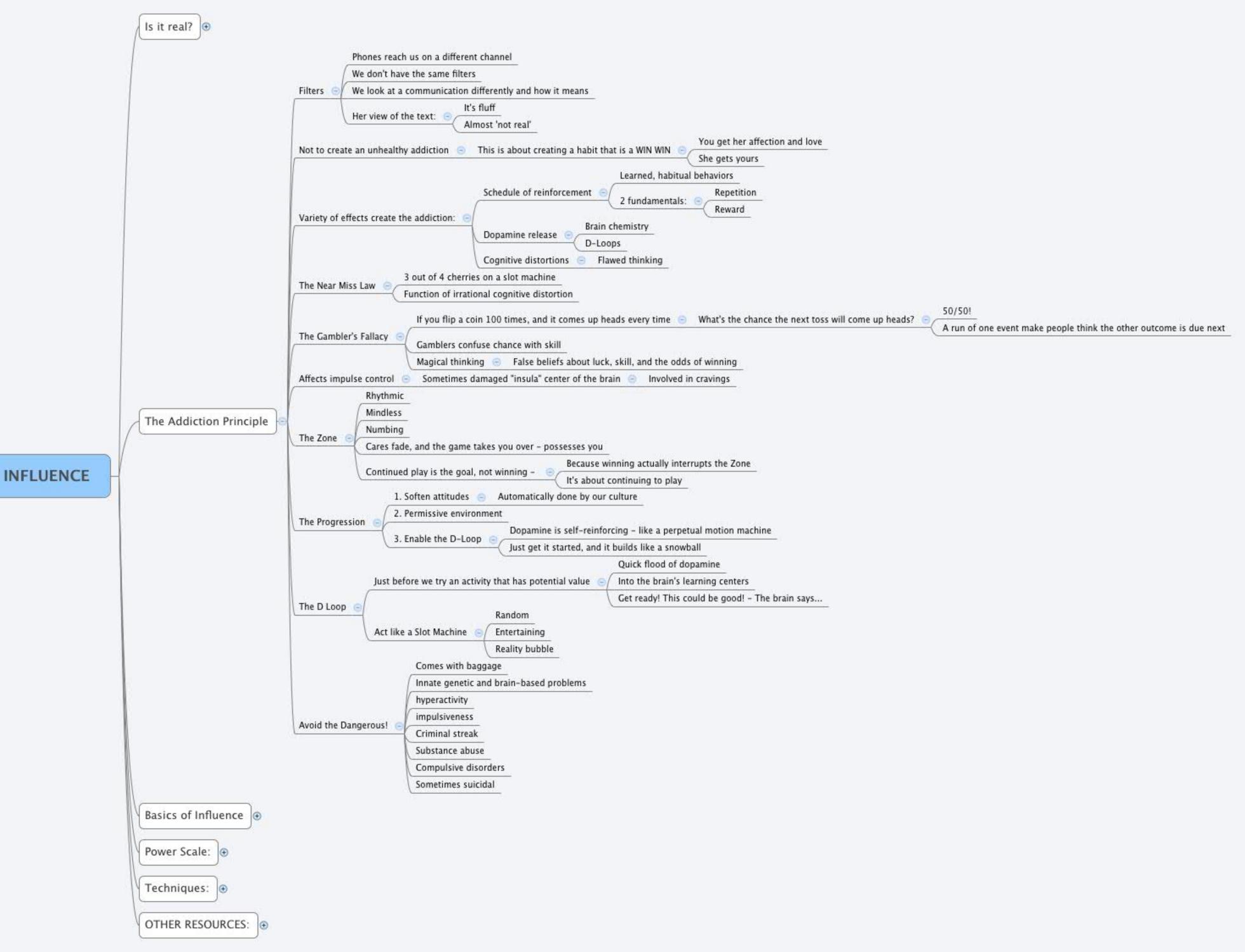


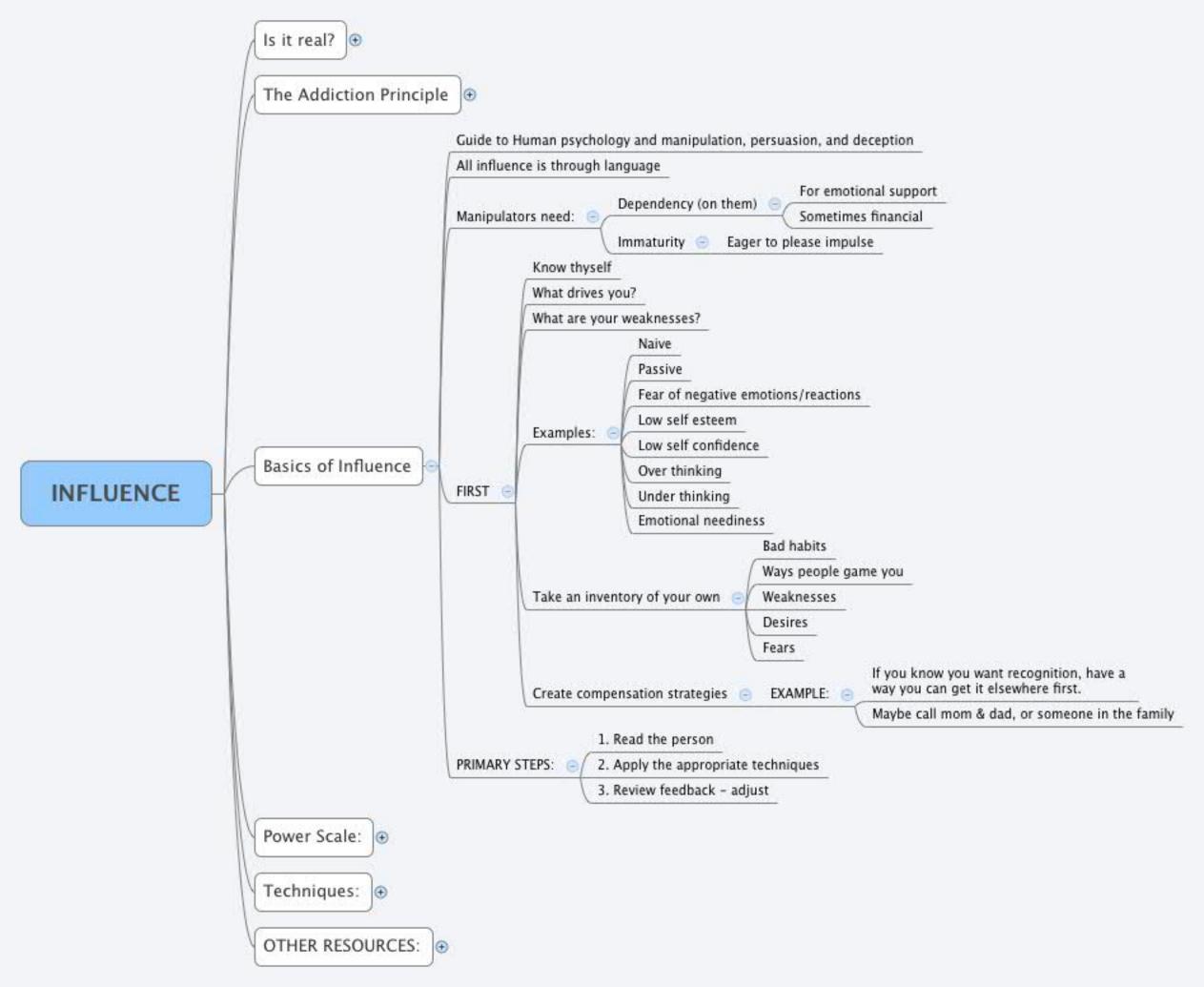
5 Minute Enchantment @ PRINCIPLES: TRICKS: **Ignition Charisma -**Russel Brand videos Monopolize & Captivate Any Girl Jimmy Fallon RESOURCES: Robin Williams Will Smith Body Language Breakdowns Gamification - the secrets of addiction What to text first - and what NOT to text Next up: Sexting Secrets High Speed Hookups

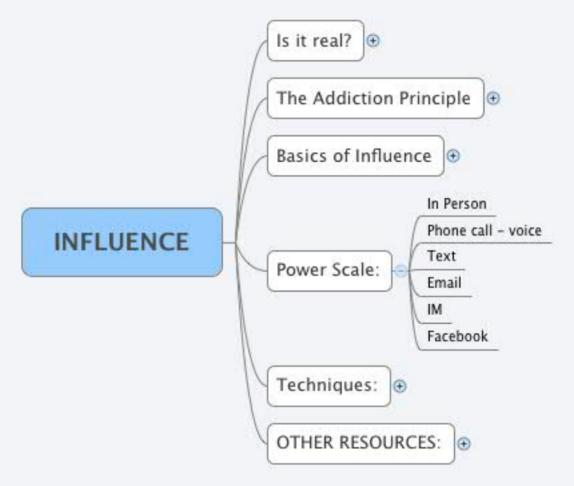
REVIEW:



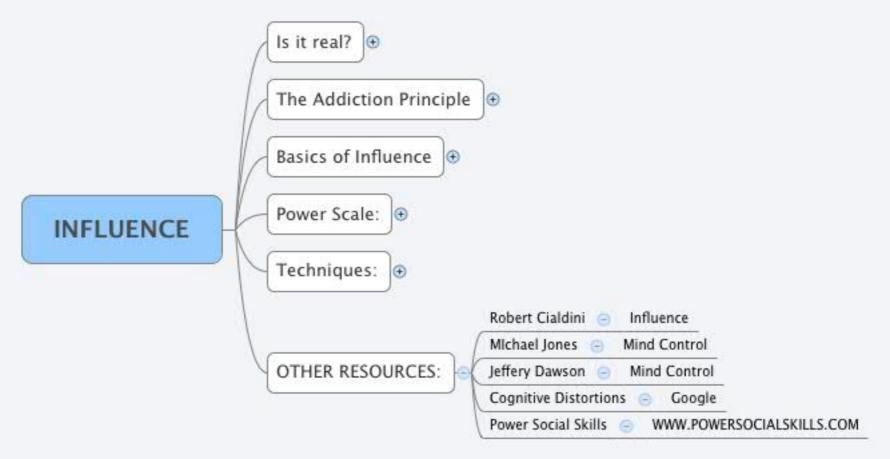
INFLUENCE







INFLUENCE



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ADDICTION
                                         Gamification is the concept of applying game mechanics and game design techniques
                                         to engage and motivate people to achieve their goals
                                         Basically, making it a compelling, easy to fall into activity rather 😑 We WANT to play games... 🖯 Social and recreational
                                         than constantly fighting resistance
                         Definition:
                                                           Slippery slope
                                         Zero friction
                                                                            Make it almost impossible to NOT happen
                                                           Inevitability
                                                                            And with little effort from you
                                                                Game Master
                         Remember: YOU control the Game!
                                                              You make the rules
                                                                But you can still lose the game
                                                                  The heart of gamification
                         Process 

MICRO TRANSACTIONS
                                                                  Small sub-rewards that require her to "pay" 
allowing players to pay for uniqueness, status, boosts and more
                                                                  Beware over-use or implemented too early or pushed too hard 

She'll feel the "greed"
                                                            players who prefer to gain "points," levels, equipment and other
                                                            concrete measurements of succeeding in a game.
                                            "Achiever"
                                                            They will go to great lengths to achieve rewards that confer them
                                                            little or no gameplay benefit simply for the prestige of having it.
                                                            players who prefer discovering areas, creating maps and learning about hidden places
                                                           feel restricted when a game expects them to move on within a certain time,
                                            "Explorer"
                                                            as that does not allow them to look around at their own pace
                                                            They find great joy in discovering an unknown glitch or a hidden easter egg
                         Player Types:
                                                            play games for the social aspect, rather than the actual game itself
                                                             gain the most enjoyment from a game by interacting with other players,
                                            "Socializer"
                                                             and on some occasions, computer-controlled characters with personality
                                                            The game is merely a tool they use to meet others in-game or outside of it
                                                         Killers thrive on competition with other players, and prefer
                                                        fighting them to scripted computer-controlled opponents.
                                                         *Rare female type 😑 If she turns out to be a "Killer", drop her immediately
                                                                     FOR: Achievers, Explorers, Killers
                                                                     Achievements are a virtual or physical representation of having accomplished something.
                                                                      Achievements can be easy, difficult, surprising, funny, accomplished alone or as a group.
                                                                      Achievements are a way to give players a way to brag about what they've done indirectly
                                                                      as well as add challenge and character to a game. Achievements are often considered "locked"
                                                                     until you have met the series of tasks that are required to "unlock" the Achievement
                                                                                   A way to give her a feeling of accomplishments
                                                                                                    Passport stamps
                                                                                                    Baggage stickers from countries
                                                                     BADGES
                                                                                    EXAMPLE:
                                                                                                    Menu from a hard-to-get-into restaurant
                                                                                                                                                           Take her to the top of a skyscraper for a picture
                                                                                                    Picture taken somewhere exclusive or hard to get to
                                                                                                                                                           Take her to a "secret" place that no one else knows about 

But has a great view...
                                                ACHIEVEMENTS
                                                                                          Do you give Achievements often?
                                                                                          How long would it take for a player to get every Achievement?
                                                                                          Do you have Achievements a player would be proud of or share?
                                                                                          Do you allow them and others to see the coolness of the Achievement? Rarity?
                                                                                          Have you implemented a place for player's to collect and show their Achievements, such as a Trophy Case ?
                                                                                          Do you have a way for players to show off their favorite Achievements?
                                                                     QUESTIONS:
                                                                                          Do you have an Achievement Map to show you the Achievements you have, ones you could earn and when available info on how you can earn them?
                                                                                          Have you implemented Achievement Tiers such as the common ones like "Easy, Medium, Hard, Insane and Unknown?"
                                                                                          Do you use clever names and graphics on your Achievements to add Character? How about humor or wit not only in the names or graphics but also in how you obtain the Achievements?
                                                                                          Have you kept your players in mind and created Achievement styles that are catered towards them?
                                                                                          Do your names for Unknown Achievements (Achievements that you don't know how you earn them) inspire curiosity/envy in players without prematurely revealing how the player earned it?
                                                                                          Do you have Achievements with real depth that require a combo of actions/variables to Unlock?
                                                                     FOR: Achievers, Explorers, SOCIALIZERS
                                                                     Give her timed or appointed tasks where she will "Miss out" on something
                                                 APPOINTMENTS
                                                                     EXAMPLE: Happy Hour
                                                                     EXAMPLE: Me and my friends are going to this show... 

Be here at such-and-such a time and I'll give you a ticket
                                                                               FOR: All types
                                                BEHAVIORAL MOMENTUM
                                                                              She will keep doing it once she gets started
                                                                               EXAMPLE: checking for your messages on social media
                                                                              FOR: All types
                                                                               playing in a game makes you happier working hard than you would be relaxing.
                                                                              Essentially, we're optimized as human beings by working hard, and doing meaningful and rewarding work
                                                BLISSFUL PRODUCTIVITY
                                                                              World of Warcraft players play on average 22 hours / week (a part time job), often after a full days work
                                                                              She won't mind putting in the effort/investing in you
                                                             FOR: All types
                                                            Bonuses are a reward after having completed a series of challenges or core functions
                                                             Give her the chance to do a "combo" 

EXAMPLE: Double down on a good date 

"Call me this week, we can go to a place that is even cooler." 

Put a time frame on it 

"I'll probably have to make reservations by Wednesday"
                                                                                FOR: All types
                                                                                information should be released in the minimum possible snippets to gain
                                                                                the appropriate level of understanding at each point
                                                CASCADING INFORMATION
                                                                                Avoid info overload
                                                                                                                                                                   If she "passes" on that turn, then you can move onto the next one
                                                                                In short: don't overdo it. 

Think of it like this: give her one "turn" at a time.
                                                                                                                                                                  But don't overwhelm her with multiple "bonus" options or achievement options
                                                                                   FOR: Achievers, Explorers, Socializers
                                                                                   game dynamic wherein an entire community is rallied to work together to
                                                COMMUNITY COLLABORATION
                                                                                   solve a riddle, a problem or a challenge. Immensely viral and very fun.
                                                                                   EXAMPLE: invite her to be a part of a group event . Such as a rafting trip, horseback riding, a daylong group road trip
                                                                   FOR: Achievers, Explorers, Killers
                                                                   Using a time constraint to amp up the level of excitement
                                                COUNTDOWN
                                                                                                                     EXAMPLE: Promise something exciting "on Saturday," but don't tell her what it is until the last
                                                                   Example: Last minute date/meet-up requests
                         CORE CONCEPTS:
                                                                  FOR: Explorers/Achievers
                                                DISCOVERY
                                                                  players love to discover something, to be surprised.
                                                                    FOR: All types
                                                EPIC MEANING @
                                                                    Players will be highly motivated if they believe they are working to achieve something great,
                                                                    something awe-inspiring, something bigger than themselves
                                                                  FOR: All types
                                                                   dynamic in which a player feels that they are getting something
                                                                  for free due to someone else having done work
                                                FREE LUNCH
                                                                  critical that work is perceived to have been done
                                                                  player must feel that they've 'lucked' into something
                                                                  EXAMPLES: free tickets, a dinner that's already paid for, house sitting in a really nice house
                                                             FOR: Achievers, Explorers, Killers
                                                              system, or "ramp", by which players are rewarded an increasing value for a cumulation of points
                                                              Leveling is one of the highest components of motivation for gamers
                                                                                            1. First date: coffee
                                                LEVELS
                                                                                             2. 2nd date: happy hour
                                                                                             3. 3rd date: wine bar/tapas
                                                              EXAMPLE: Level up dates:
                                                                                             4. 4th: casual dinner
                                                                                             5. Fancy dinner
                                                                                             Weekend vacation together
                                                               FOR: All types
                                                             game dynamic in which the winner is determined solely by chance
                                                               Do not use!
                                                                  FOR: All types
                                                OWNERSHIP @
                                                                 Use as a way for her to feel investment in the game
                                                                  EXAMPLE: She has a toothbrush at your place
                                                              FOR: All types
                                                              Also known as Challenges
                                                              Challenges usually implies a time limit or competition whereas
                                                              Ouests are meant to be a journey of obstacles a player must overcome
                                                                                                                         Shopping with you for a tie/formal outfit
                                                QUESTS

    Have her come along on your quest

                                                                                                                         Finding an obscure restaurant or bar that you want to try
                                                              EXAMPLES
                                                                                                            Take a class together . Take part in a contest . Or do something you wouldn't normally do . Like march in a Carnival parade or something
                                                                              Have a common quest
                                                                                                            Go out with the goal of taking a selfie with someone famous
                                                                              3. Give her a challenge or quest
                                                                          FOR: Achievers, Explorers, Killers
                                                                          timeframe and delivery mechanisms through which rewards (points, prizes, level ups) are delivered
                                                REWARD SCHEDULE
                                                                         Fixed Interval Reward 
provide a reward after a fixed amount of time, say 30 minutes
                                                                          Variable Interval Reward 

provide a reward after a roughly consistent amount of time
                                                                          Ratio Reward 

provide a reward after a number of actions
                                                              FOR: Achievers, Socializers, Killers
                                                              Status is the rank or level of a player
                                                                                                                                    How you refer to her gives her a status/rank in your world
                                                STATUS
                                                                                                                                    1. A girl from work
                                                              EXAMPLES 
What do you call her when other people are around
                                                                                                                                    My friend
                                                                                                                                    3. Girlfriend/lover
 GAMIFICATION
                                                                         FOR: Explorers, Killers
                                                                         Extreme self motivation. The desire to act immediately to tackle an obstacle
                                                                         combined with the belief that we have a reasonable hope of success
                                                 URGENT OPTIMISM
                                                                         Use in "late game"
                                                                         EXAMPLE: Possible proposal 

An "epic win" for her
                                                                          get her excited and allow her to endure longer play time at a higher level of enjoyment
                                                                                               How can you use anticipation to motivate your players?
                                                                                              Do you "dangle a carrot" so players know what they are working towards?
                                                                           QUESTIONS
                                                                                              Do players know the result of their next level, achievement, status title etc.?
                                                                                              Can you use chance to have players anticipate some random event or reward that might happen?
                                                       ANTICIPATION
                                                                                              Can you use time to build anticipation?

    Let her know a big event/date is coming

                                                                                                                                                                                           You might or might not be planning to go to Las Vegas
                                                                           EXAMPLE: teasers

    Do you like Las Vegas?

                                                                                                                                                                                           It's OK to use misdirection as long as you do deliver SOMETHING in the end 💮 If you are teasing a trip, you should go on a trip 🕞 But maybe somewhere besides Las Vegas
                                                                                                  Tease the event without giving away too many details
                                                                                                                                                             2. What's the most expensive restaurant you have ever been to?
                                                                      Keep it fun and fair
                                                                                          How frequent are your rewards?
                                                                                          Will players get bored because your rewards are too easy to obtain?
                                                       BALANCE
                                                                     QUESTIONS
                                                                                         How fast do players max out(max level, etc.)?
                                                                                          Will players obtain some benefit from being max that will be enough for them to continue to participate?
                                                                     Don't be afraid to challenge her and tease her . If everything is too easy, she may look for "other games to play"
                                                       CHALLENGE
                                                       CHANCE 
Avoid unearned rewards There should always be a reason for her reward Ideally, each reward should move your relationship/connection forward
                                                                       fathom how she could possibly cheat or exploit some flaw in your design
                                                                      Not just cheating on you
                                                                                         Are there repetitive tasks that are rewarded with no restrictions that players might try to exploit?
                                                       CHEATING
                                                                       QUESTIONS:
                                                                                      Do you have flags for unusual activity?
                                                                                        Do you have a penalty system?
                                                                                                                                                                     Not because she is invested in you
                                                                       EXAMPLE: Ask yourself: is she just hanging around with you to get whatever rewards you are
                                                                                                                                                                     IDEA: Stop the rewards. Does she still want to spend time with you?
                                                                                   Give her the chance to collect
                                                                                   You define the "set" 💮 has to be something from an activity that you do together
                                                       COLLECTOR / HOARDER
                                                                                   EXAMPLE: Ticket stubs, restaurant napkins, novelty souvenirs from places you went together
                                                                                   Lead by example: 

Collect something yourself and share them with her
                                                                          Know her type first!
                                                       COMPETITION
                                                                          Compete with other women - and herself
                                                                  Give her stats that tell her where she is
                                                                  Example: Level of fun during date or during sex 🕒 Keep it light and fun. Use a scale of 1-10 to score
                                                       DATA
                                                                  Example: Hours/Days dating
                                                                  Alternative: Use obscure numbers 🕒 "we've been dating for 20,746 hours. We should celebrate."
                                                                        Is she rewarded for finding information out about you?
                                                                       Can you create a challenge for her?
                                                       DISCOVERY
                                                                       Special recognition for first time discovery 🕒 She gets to "beat" a previous player
                                                                                                                                                                                                           "No one paid attention to that (my hobby) before."
                                                                        EXAMPLE: Post about your interests on social media, then see if she brings it up on a date . If she brings it up, compliment her
                                                                                                                                                                                                          "No one (no girl I dated) ever showed interest in that before"
                                                                                            Kisses, hugs, affection
                                                                                           Tangible example: Meaningless trinkets that you define 🕒 Example: marbles, or something you both have as an inside joke
                                                       ECONOMY | Virtual currency
                                                                                           Intangible example: "I owe you three kisses for making coffee this morning"
                                                                                                                 Number of dates or experiences 

"That sex was amazing. I owe you two fancy dinners."
                                                                                                                "I met your parents, now you owe me a weekend in Vegas"
                                                                          Find out what gets her most engaged 

Surprise her with it when she is not expecting it
                                                                                          Bring her favorite coffee drink to her at work
                                                       ENGAGEMENT
                                                                                                                                                               Must do this "out of the blue."
                                                                          Examples:
                                                                                          Send her a cryptic message to meet you at her favorite restaurant
                                                                                                                                                               She can't expect it beforehand
                                                                  Envy is a strong motivator - leverage it
                                                                  Let her know about previous ex's "accomplishments" 

But then give her a chance to "beat" your ex
                                                                                                      1. Dirty: My ex did this thing when we were in bed together... 
Only use if your girl is sexual, comfortable with sexuality

Make sure she has a chance to get a "higher score" next time
                                                                                                      Clean: My ex used to cook amazing spaghetti
                                                                  EXAMPLE (use your judgement)
                                                                                                                                                                                                                                                          Not really DIRECTLY comparing her with your ex
                                                                                                      Rules: never compare your ex with something your current girl just did e The goal is to let her know that you still have a good memory of your ex
                                                                                                                                                                                                                                                         Just knowing that you have a positive memory is enough to induce envy in her
                                                                 Keep the process fun
                         SECONDARY CONCEPTS:
                                                                 Have a way to gauge it .e. Give fun a value or rank . This will encourage her to raise the level of fun
                                                       FUN
                                                                                                                                       "That was as fun as New Year's Eve, but less fun than that ski trip..."
                                                                 EXAMPLE: compare/rate experiences in relation to past experiences
                                                                                                                                       "Staying home and watching that movie was more fun than going to the club."
                                                                   Do you know her goals? 

Not just with you, but in her life?
                                                                                                                                                     You are an outsider/spectator watching her play a different game
                                                       GOALS
                                                                   EXAMPLE: Ask her about her hobbies, work goals, etc 

A different dynamic
                                                                                                                                                    Encourages her to be independent
                                                                                                                                                     Takes the pressure off you to entertain her all the time
                                                                       Repetitive tasks that have small incremental rewards
                                                       GRINDING
                                                                       Give her the chance for instant rewards
                                                       INSTANTS
                                                                                                                                          After she did something nice for you
                                                                       Examples: Surprise her with flowers, wine, coffee in the morning
                                                                                                                                         Conditional reward:help me do the dishes and I'll take you for a drink
                                                                          Keep the game invisible to her
                                                       INVISIBILITY
                                                                                        Don't mention the game or gamification to her ever
                                                                          Example:
                                                                                        Don't directly use words like "points" or "rewards"
                                                                             The next "step up" in intimacy should be harder than the last
                                                       LEVELING CURVE
                                                                             Example: let her know that something she did made you want to kiss her for the first time . Seduce her, but then pull back until she makes a move
                                                                        Do you have a plan for keeping the game going well after the near horizon?
                                                                        Some insanely hard challenges should appear
                                                       LONGEVITY
                                                                        Give her ownership over her achievements
                                                                        Example: long term tasks you do together 🕒 Taking a class/learning a skill together
                                                                         Game within the game
                                                       MINI GAMES
                                                                         Play games with her
                                                                                                  Card games
                                                                         Be sure to give her "wins"
                                                                           Give her stats about her progress
                                                       PROGRESSION

    Time you have been together

                                                                           Examples:
                                                                                          2. Things she knows about you that she didn't know before 🕒 Always learning new things about you
                                                                          Avoid overt punishment
                                                                                                                                                 She dresses up for a date, take her somewhere nice
                                                       PUNISHMENT
                                                                          You really only need to withdraw reward and approval 

Example:
                                                                                                                                                 She doesn't use makeup for a date, take her somewhere simple
                                                                          Use decay in your game so that players must return or they begin to lose something
                                                                       Does she care about the reward?
                                                       REWARDS
                                                                      Example: don't just buy her gifts... 

Have intangible or experiential rewards too

Things she likes to do
                                                                  Must have an element of risk to keep her engaged
                                                       RISK
                                                                                                                                       If she doesn't come with you, you may mingle with other girls
                                                                  There must be something at stake in her decisions 

Examples:
                                                                                                                                       If she doesn't do something for your birthday, your friends will take you out to a strip club
                                                       RULES 

You must have a list of your own rules for women 

Don't overtly share these rules with her
                                                                    She will want some form of status recognition
                                                                    Usually this is done through relationship status milestones
                                                       STATUS
                                                                                                                    Don't have to make a big deal out of it, but you can say "we've been together for three months"
                                                                                   Example: anniversary dinner (=)
                                                                                                                     during the meal
                                                                    Examples
                                                                                   Example: tell other people . Refer to her as "girlfriend" to other people.
                                                                   Give your romance a story she can relate to and remember
                                                                   Point out key events and define them for her
                                                       STORY
                                                                   Example: you can draw parallels between your relationship and a fictional one from a movie 👵 Remind her of your first date/how you met/etc...
                                                                      Add an element of unpredictability
                                                       SURPRISE (a) Always keep her on her toes (b) Don't repeat the same rewards, bonuses, challenges too often
                                                                      EXAMPLE: 

Alternate between tangible rewards and experiential ones
                                                                    Give her a way to see that she's got social recognition from you
                                                                   Facebook posts
                                                                    Twitter
                                                       VANITY
                                                                                     1. Use an inside joke to comment on her Facebook post
                                                                    EXAMPLES:
                                                                                   2. Post a picture of you and her doing something together
                                                                                    Message her directly using one of these sites
                                        You - Game Master - will know how to create fun and rewarding gamified experiences anywhere possible
                                                          What are your goals?
                         DESIGN:
                                                          What is your motivation?
                                        QUESTIONS:
                                                                                               How does it benefit the user?
                                                          From the "player" point of view:
                                                                                               Will she enjoy it?
USING CELL PHONE
```

Game Her Mind

